

raises serious concerns about the extent to which users may unknowingly be sharing private or personal information. In this paper, we report on a cognitive walkthrough and a

laboratory user study of the KaZaA file sharing user interface. The majority of the users in our study were unable to tell what files they were sh ...

Keywords: Peer-to-peer networks

4 Technical poster session 2: multimedia networking and system support: Collaborationaware peer-to-peer media streaming



Song Ye, Fillia Makedon

October 2004 Proceedings of the 12th annual ACM international conference on Multimedia

Full text available: pdf(168.42 KB) Additional Information: full citation, abstract, references, index terms

Peer-to-Peer(P2P) media streaming has emerged as a promising solution to media streaming in large distributed systems such as the Internet. Several P2P media streaming solutions have been proposed by researchers, however they all implicitly assume peers are collaborative, thus they suffer from the selfish peers that are not willing to collaborate. In this paper we introduce an incentive mechanism to urge selfish peers to behave collaboratively. It combines the traditional reputation-based app ...

**Keywords**: collaboration, media streaming, peer-to-peer, reputation

Steerable media: interactive television via video synthesis

Chris Marrin, Rob Myers, Jim Kent, Peter Broadwell

February 2001 Proceedings of the sixth international conference on 3D Web technology

Full text available: pdf(306.23 KB) Additional Information: full citation, references, citings, index terms

Keywords: WWW applications, animation systems, applications, graphics systems, multimedia, rendering systems, video

6 LiteMinutes: an Internet-based system for multimedia meeting minutes Patrick Chiu, John Boreczky, Andreas Girgensohn, Don Kimber

April 2001 Proceedings of the 10th international conference on World Wide Web Full text available: pdf(1.68 MB) Additional Information: full citation, references, index terms

Keywords: hypermedia systems, meeting capture, meeting support systems, multimedia applications, note taking, video applications

7 BubbleUp: low latency fast-scan for media servers

Edward Chang, Hector Garcia-Molina

November 1997 Proceedings of the fifth ACM international conference on Multimedia

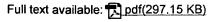
Additional Information: full citation, references, citings, index terms Full text available: pdf(1.93 MB)

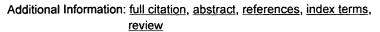
Keywords: disk scheduling, initial latency, memory utilization, multimedia

Device reservation in audio/video editing systems

David P. Anderson

May 1997 ACM Transactions on Computer Systems (TOCS), Volume 15 Issue 2

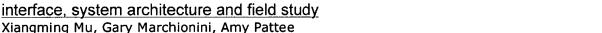




What fraction of disks and other shared devices must be reserved to play an audio/video document without dropouts? In general, this question cannot be answered precisely. For documents with complex and irregular structure, such as those arising in audio/video editing, it is difficult even to give a good estimate. We describe three approaches to this problem. The first, based on long-term average properties of segments, is fast but imprecise: it underreserves in some cases and overreserves i ...

Keywords: admission control, edit decision list, quality of service, reservation

9 <u>Digital libraries in the classroom: The interactive shared educational environment: user</u> interface, system architecture and field study



May 2003 Proceedings of the 3rd ACM/IEEE-CS joint conference on Digital libraries

Full text available: pdf(298.58 KB) Additional Information: full citation, abstract, references, index terms The user interface and system architecture of a novel Interactive Shared Educational

Environment (ISEE) are presented. Based on a lightweight infrastructure, ISEE enables relatively low bandwidth network users to share videos as well as text messages. Smartlink is a new concept introduced in this paper. Individual information presentation components, like the video player and text chat room, are "smartly" linked together through video timestamps and hyperlinks. A field study related to children ...

10 An annotated bibliography of computer supported cooperative work



July 1991 ACM SIGCHI Bulletin, Volume 23 Issue 3

Full text available: pdf(4.27 MB)

Additional Information: full citation, abstract, references, citings, index

Computer-supported cooperative work (CSCW) is a new multi-disciplinary field with roots in many disciplines. Due to the area's youth and diversity, few specialized books or journals are available, and articles are scattered amongst diverse journals, proceedings and technical reports. Building a CSCW reference library is particularly demanding, for it is difficult for the new researcher to discover relevant documents. To aid this task, this article compiles, lists and annotates some of the curren ...

11 Efficient retrieval of composite multimedia objects in the JINSIL distributed system Junehwa Song, Asit Dan, Dinkar Sitaram



June 1997 ACM SIGMETRICS Performance Evaluation Review, Proceedings of the 1997 ACM SIGMETRICS international conference on Measurement and modeling of computer systems, Volume 25 Issue 1

Full text available: pdf(1.54 MB)

Additional Information: full citation, abstract, references, citings, index terms

In a distributed environment, presentation of structured, composite multimedia information poses new challenges in dealing with variable bandwidth (BW) requirement and synchronization of media data objects. The detailed knowledge of BW requirement obtained by analyzing the document structure can be used to create a prefetch schedule that results in efficient utilization of system resources. A distributed environment consists of various system components that are either dedicated to a client or s ...

12 Multimedia and visualization (MV): Providing resource allocation and performance

# isolation in a shared streaming-media hosting service

Ludmila Cherkasova, Wenting Tang



Full text available: pdf(474.19 KB) Additional Information: full citation, abstract, references, index terms

The trend toward media content hosting is seeing a significant growth as more rich media is used in the enterprise environment and as it becomes mission critical for businesses. A shared media hosting service supports the illusion that each hosted service has its own media server, when, in reality, multiple "logical hosts" may share one physical host. For such a shared media hosting service, the ability to guarantee a specified share of server resources to a particular hosted service is very imp ...

Keywords: QoS guarantees, SLAs, admission control, benchmarking, measurement, media server capacity, performance isolation, shared media hosting, simulation

# 13 Playing experience: From remote media immersion to Distributed Immersive

Performance

A. A. Sawchuk, E. Chew, R. Zimmermann, C. Papadopoulos, C. Kyriakakis November 2003 Proceedings of the 2003 ACM SIGMM workshop on Experiential telepresence

Full text available: R pdf(378.71 KB) Additional Information: full citation, abstract, references, index terms

We present the architecture, technology and experimental applications of a real-time, multisite, interactive and collaborative environment called Distributed Immersive Performance (DIP). The objective of DIP is to develop the technology for live, interactive musical performances in which the participants - subsets of musicians, the conductor and the audience - are in different physical locations and are interconnected by very high fidelity multichannel audio and video links. DIP is a specific r ...

Keywords: information interfaces and presentation, music performance, real-time interaction, remote collaboration

14 Late breaking result papers: Viewing and annotating media with MemoryNet Rakhi Rajani, Alex Vorbau

April 2004 CHI '04 extended abstracts on Human factors in computing systems

Full text available: 📆 pdf(316.10 KB) Additional Information: full citation, abstract, references, index terms

In this paper we describe an investigation into how we might share and annotate media objects (namely photographs) among people in our personal networks. We describe a prototype, the MemoryNet Viewer (MNV) and present results of a user study. We conclude with future developments.

Keywords: annotation, awareness, home, sharing, social computing, user experience design, user studies, video content/communications

15 Designing file systems for digital video and audio

P. Venkat Rangan, Harrick M. Vin

September 1991 ACM SIGOPS Operating Systems Review , Proceedings of the thirteenth ACM symposium on Operating systems principles, Volume 25 Issue 5

Full text available: pdf(1.31 MB)

Additional Information: full citation, abstract, references, citings, index

We address the unique requirements of a multimedia file system such as continuous





storage and retrieval of media, maintenance of synchronization between multiple media streams, and efficient manipulation of huge media objects. We present a model that relates disk and device characteristics to the recording rate, and derive storage granularity and scattering parameters that guarantee continuous access. In order for the file system to support multiple concurrent requests, we develop ...

<sup>16</sup> A failure and overload tolerance mechanism for continuous media servers Rajesh Krishnan, Dinesh Venkatesh, Thomas D. C. Little November 1997 Proceedings of the fifth ACM international conference on Multimedia



Full text available: T pdf(2.23 MB) Additional Information: full citation, references, index terms

**Keywords**: caching, clustered video servers, content insertion, fault tolerance, interactive video-on-demand, overload tolerance, rate adaptive stream merging, stream clustering

<sup>17</sup> A confederation of tools for capturing and accessing collaborative activity Scott Minneman, Steve Harrison, Bill Janssen, Gordon Kurtenbach, Thomas Moran, Ian Smith, Bill van Melle



January 1995 Proceedings of the third ACM international conference on Multimedia

Full text available: ntm(73.96 KB) Additional Information: full citation, references, citings, index terms

Keywords: CSCW, activity capture, content-and content-based indexing and retrieval, digital audio and video, distributed multimedia systems, real-time indexing, usability, user interfaces

18 Dealing with synchronization and timing variability in the playback of interactive session recordings



Nelson R. Manohar, Atul Prakash

January 1995 Proceedings of the third ACM international conference on Multimedia

Full text available: htm(85.28 KB) Additional Information: full citation, references, citings, index terms

Keywords: collaboration environments, media integration and synchronization, session capture and replay

19 Sharing views and interactions with single-user applications



S. Greenberg

March 1990 ACM SIGOIS Bulletin, Proceedings of the conference on Office information systems, Volume 11 Issue 2-3

Full text available: pdf(1.26 MB)

Additional Information: full citation, abstract, references, citings, index terms

Although work is frequently collaborative, most computer-based activities revolve around software packages designed to be used by one person at a time. To get around this, people working together often talk and gesture around a computer screen, perhaps taking turns interacting with the running "single-user" application by passing the keyboard around. However, it is technically possible to share these unaltered applications—even though they were originally designed for a si ...

20 <u>Human-computer interaction: Schema modelling for automatic generation of multimedia presentations</u>



Augusto Celentano, Ombretta Gaggi

July 2002 Proceedings of the 14th international conference on Software engineering and knowledge engineering

Full text available: pdf(169.46 KB) Additional Information: full citation, abstract, references

Multimedia documents are an effective way to present different kinds of information, since the integration of different media types gives more expressive power and opportunities to catch the user attention. A multimedia report is a multimedia presentation built on a set of data returned by one or more queries to multimedia repositories, integrated according to a schema with appropriate spatial layout and temporal synchronization, and coherently delivered to a user for browsing. We discuss the pr ...

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Volume 1, 16-19 Nov. 2004 Page(s):191 - 195 vol.1

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Sungchae Lim; Myoung Ho Kim;

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Volume 3, 15-18 Dec. 2003 Page(s):1351 - 1355 vol.3

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S9	34	creat\$5 near5 post\$5 near5 media	US-PGPUB; USPAT; EPO; JPO	OR	ON	2005/05/31 03:28
S10	67	web adj server and application adj server and streaming adj server	US-PGPUB; USPAT; EPO; JPO	OR	ON	2005/05/31 03:45
S11	14	S10 and developer	US-PGPUB; USPAT; EPO; JPO	OR	ON	2005/05/31 03:29
S12	0	S11 not S10	US-PGPUB; USPAT; EPO; JPO	OR	ON	2005/05/31 03:31
S13	53	S10 not S11	US-PGPUB; USPAT; EPO; JPO	OR	ON	2005/05/31 03:33
S14	13	S13 and plug\$5	US-PGPUB; USPAT; EPO; JPO	OR	ON	2005/05/31 03:37
S15	1	"20020032783"	US-PGPUB; USPAT; EPO; JPO	OR	ON	2005/05/31 03:43
S16	1	("6333932").PN.	USPAT	OR	OFF	2005/05/31 03:43
S17	· 1	("6260021").PN.	USPAT	OR	OFF	2005/05/31 03:43
S18	5	dynamic\$5 near5 listing same edit\$5	US-PGPUB; USPAT; EPO; JPO	OR	ON	2005/05/31 03:47
S19	0	dynamic\$5 near5 listing same file near5 management	US-PGPUB; USPAT; EPO; JPO	OR	ON	2005/05/31 03:47
S20	14	dynamic\$5 near5 listing and file near5 management	US-PGPUB; USPAT; EPO; JPO	OR	ON	2005/05/31 03:53
S21	913	web near5 page near5 listing	US-PGPUB; USPAT; EPO; JPO	OR	ON	2005/05/31 03:53
S22	56	web near5 page near5 listing near5 dynamic\$5	US-PGPUB; USPAT; EPO; JPO	OR	ON	2005/05/31 03:55
S23	22	web near5 page near5 listing near5 dynamic\$5 and edit\$5	US-PGPUB; USPAT; EPO; JPO	OR	ON	2005/05/31 08:15
S24	9	"6374260"	USPAT	OR	OFF	2005/05/31 05:24

S25	1	("6374260").PN.	USPAT	OR	OFF	2005/05/31 05:24
S26	1	mediagram	US-PGPUB; USPAT; EPO; JPO	OR	ON	2005/05/31 05:39